

eCare

[DESIGN ENGINEERING]
[3CP08]

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THE PROBLEM & THE PURPOSE

- Worldwide, people spend an average of **6 hours and 40 minutes** per day on screens.
- Against the global average, Indians, spent about **6 hours 45 minutes** per day on screen.
- Of this average, approx. **40%** [roughly about 2 hours 42 minutes / day], is attributed due to desktop screen-time alone.
- For the year 2023, daily screen-time has risen by **+22** minutes and this trend is expected to continue for the upcoming years.

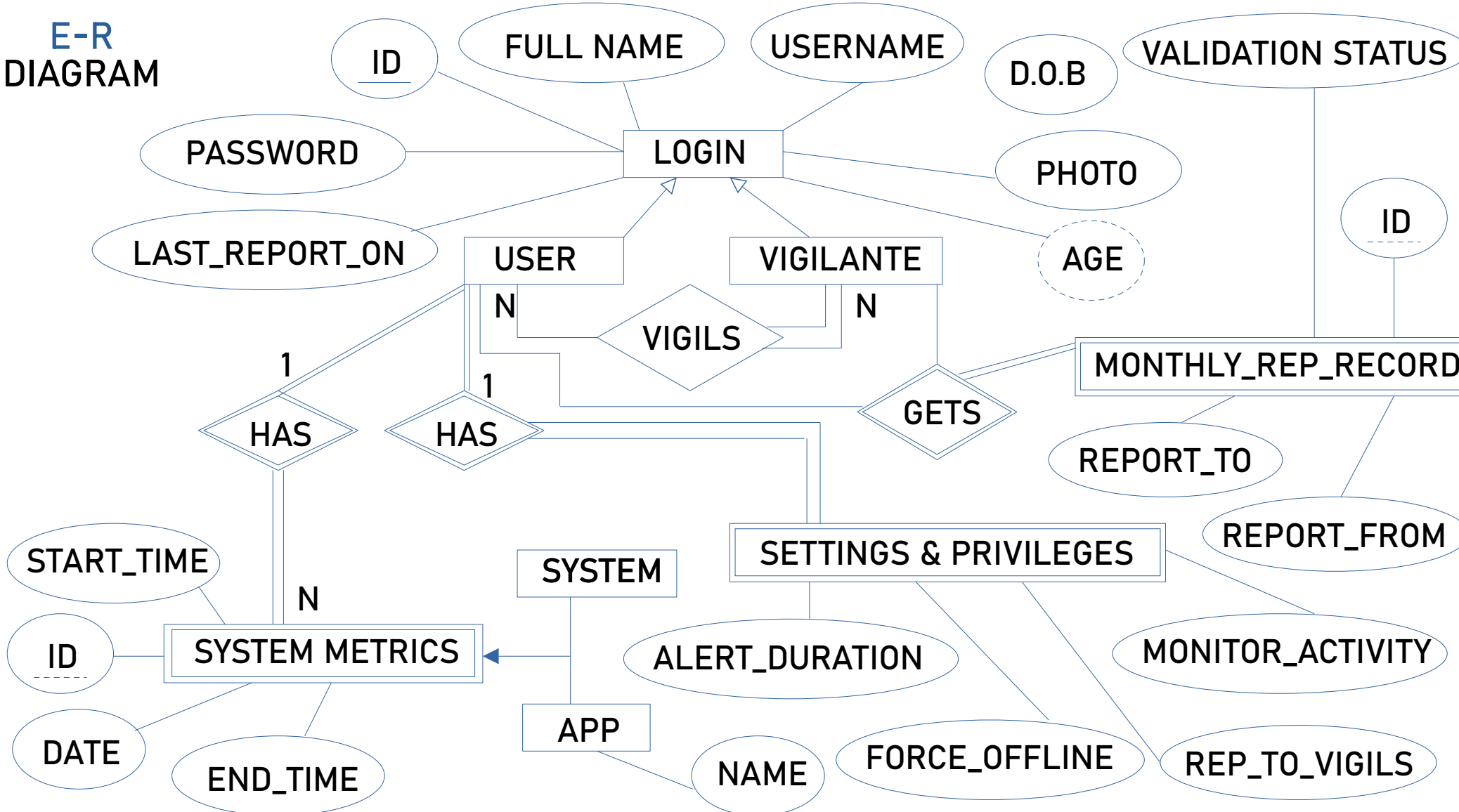


THE GOAL & THE OBJECTIVES

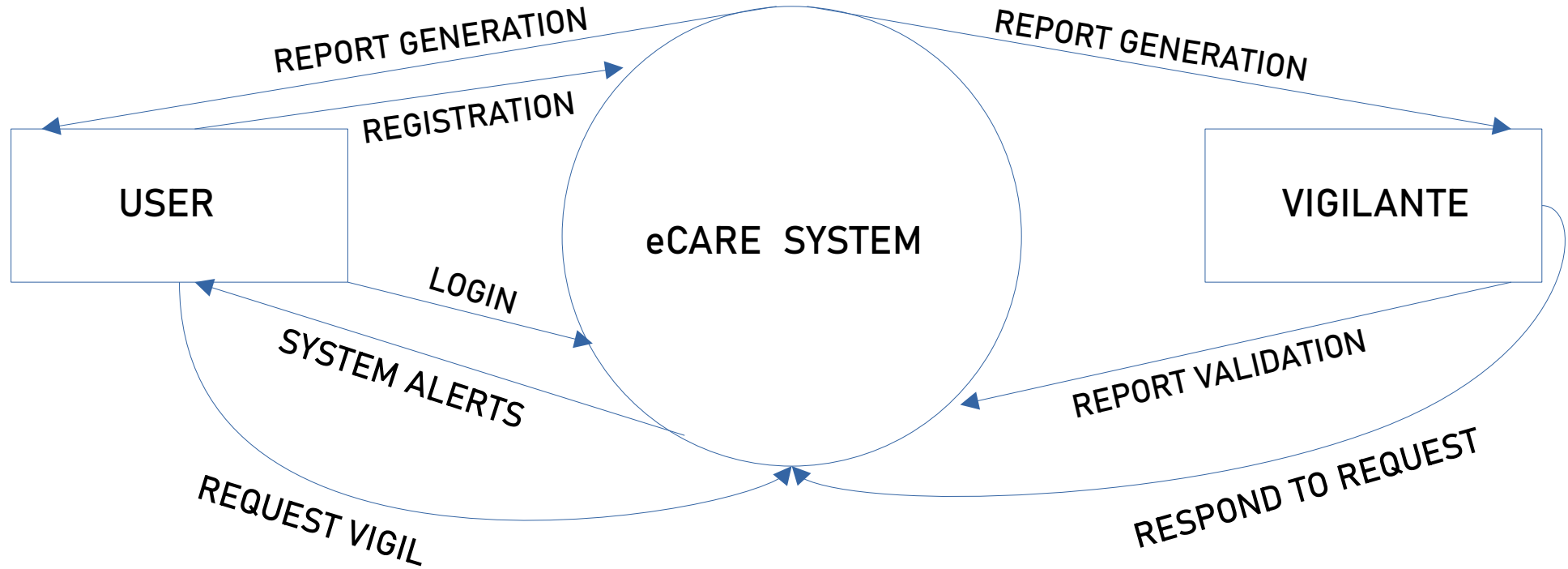
- To promote **digital well-being**.
- To **monitor & record user activity** to provide insights into their digital habits.
- To **generate timely reports** that indicates progress and/or improvements.
- To create an **alerting sub-system** that reminds user to take regular breaks and prioritize their health.
- To introduce a **vigilance mechanism** for proctoring progress.



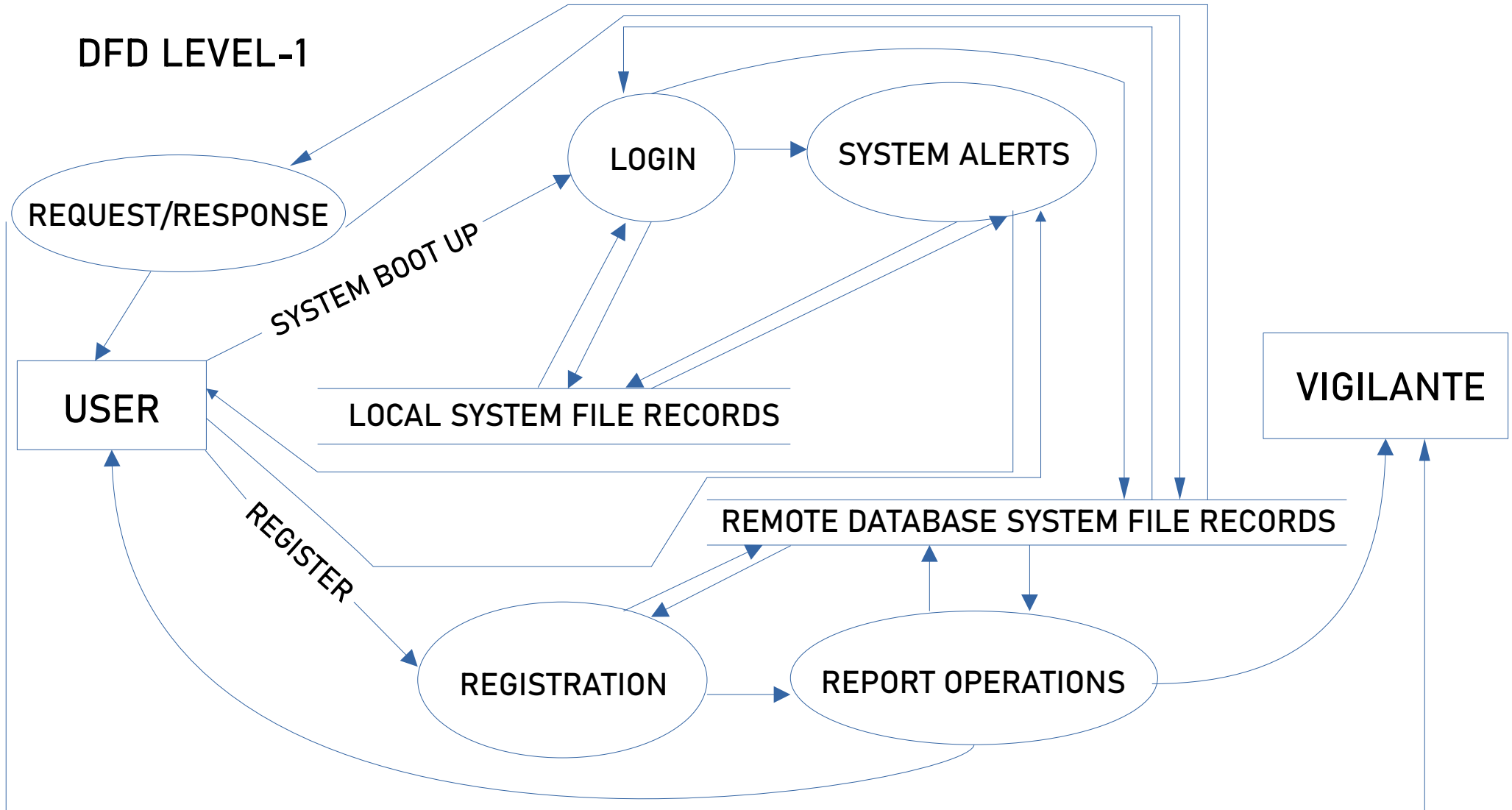
E-R
DIAGRAM



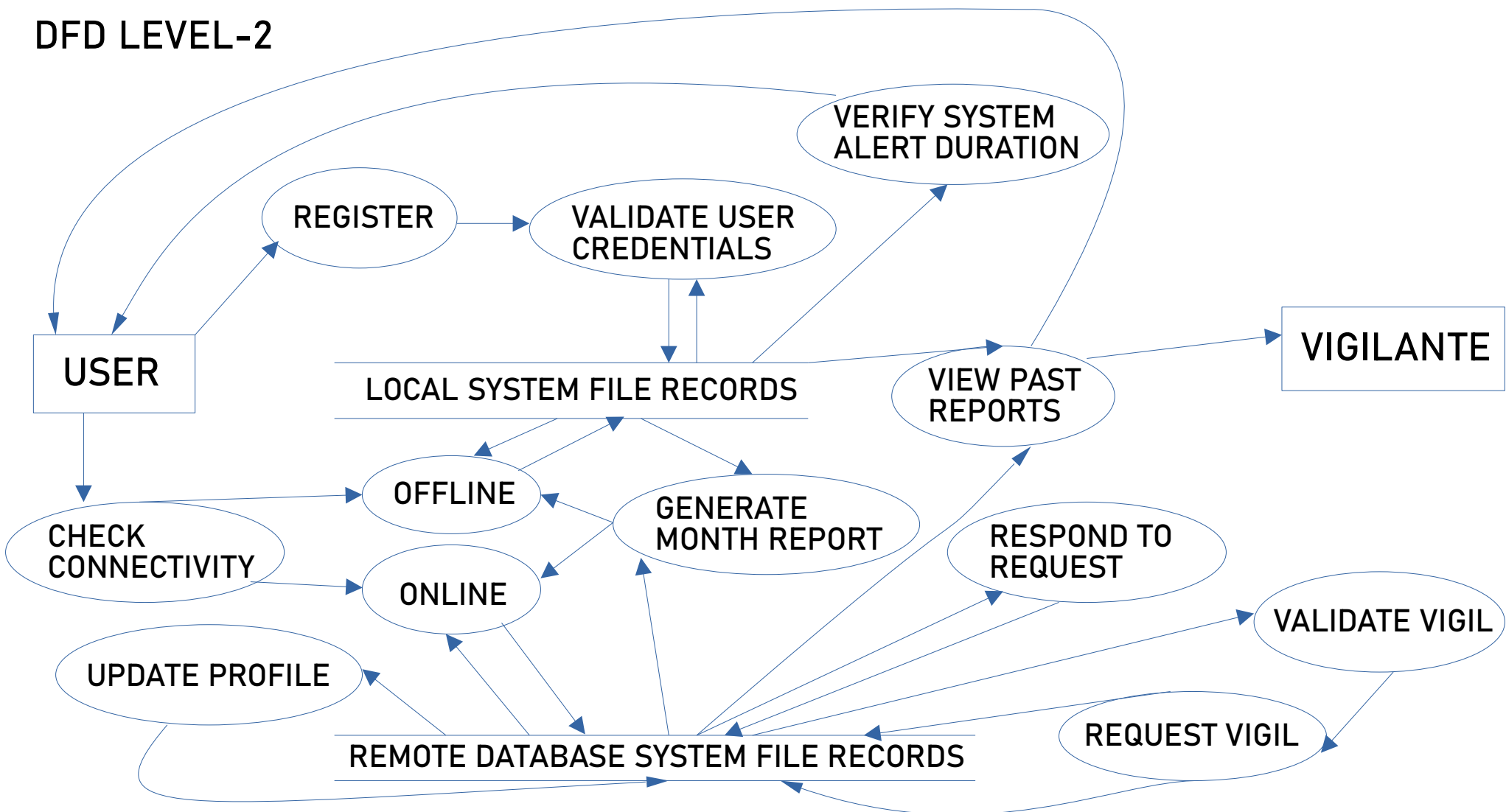
CONTEXT DIAGRAM

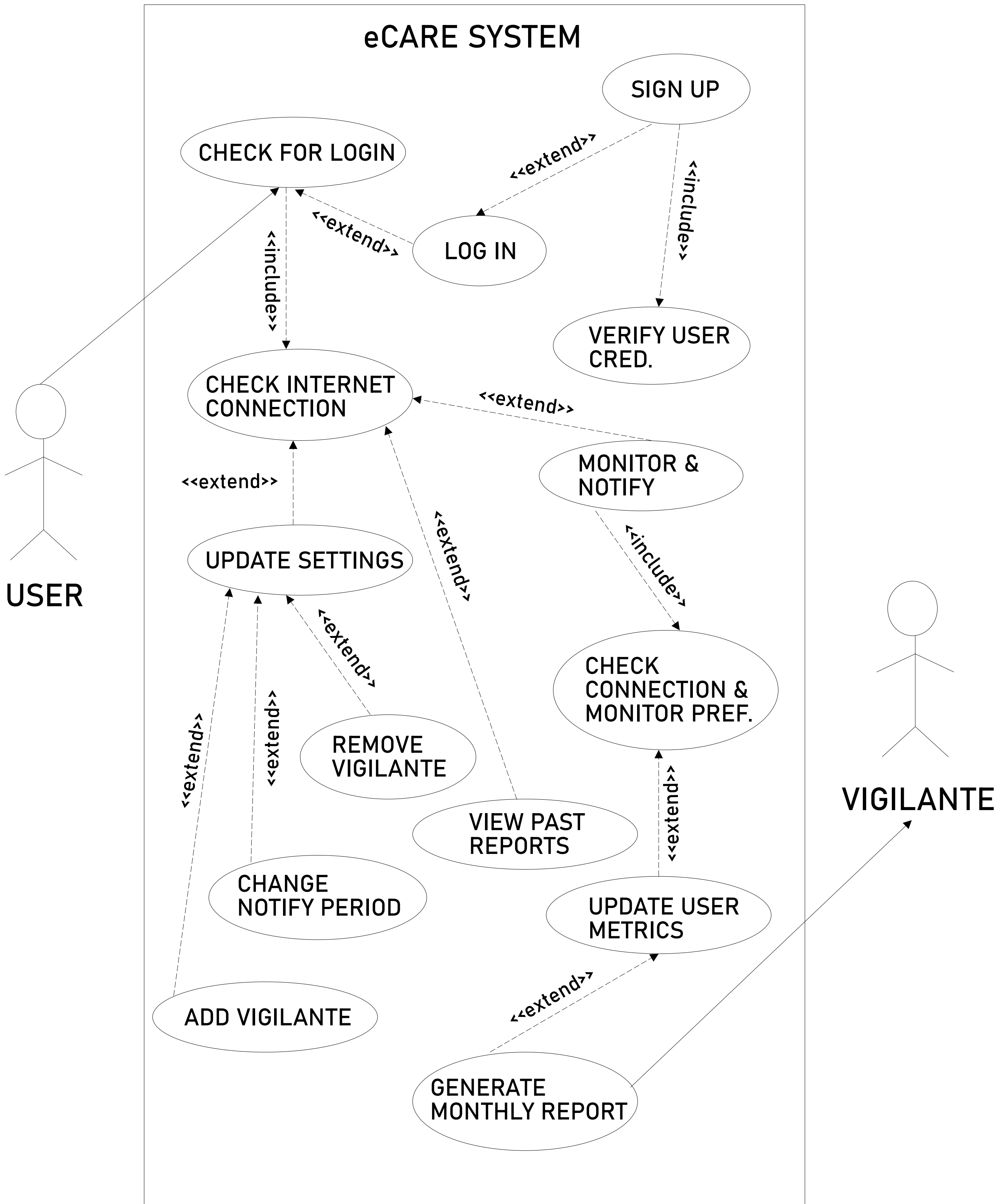


DFD LEVEL-1



DFD LEVEL-2





FUTURE SCOPE

- Further work and **expansion** of vigilance mechanism.
- UI/UX **design improvement**.
- Almost **infinite** room for improvement of reports.
- And **many more**....



THANK YOU!